

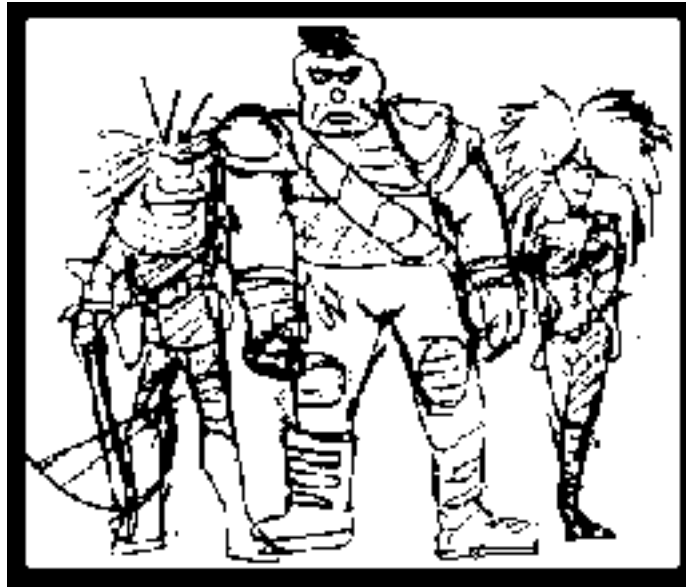
MUTANT BIKERS OF THE ATOMIC WASTELANDS



**A FUDGE ROLE PLAYING
GAME OF POST-APOCALYPTIC
MOTORIZED MAYHEM**

2ND EDITION

MUTANT BIKERS OF THE ATOMIC WASTELANDS



Introduction

Welcome to MBAW, the post-apocalypse game of big guns, big bikes and diminutive IQs. In MBAW you play the role of a Wastelands bikers (mutant optional). Wasteland bikers are free spirited individuals who live a nomadic existence roaming across the Atomic Wastelands. They travel on their powerful motorcycles, sometimes alone, sometimes in small groups. Bikers ride from the ruins of one town to the next, searching for fuel and spare parts so that they can ride on to the next town and search for fuel and spare parts. Bikers value their freedom (to ride from town to town...) and their bikes above all else. They hate the gangers, who threaten their freedom and pity the 'peds' (pedestrians - poor sods without wheels). A Wasteland biker lives in terror of losing his bike and becoming a ped himself.

Set in a vague not-so-distant future sort of time, the world of MBAW is an anarchic, barbaric and dangerous place. The bikers share the Wastelands with the murderous gangs, the deranged remains of the US Army and a host of radioactive mutant monsters.

Rules

I. Overview

MBAW uses cut down version of FUDGE rules. Though this document should contain all that is needed to run MBAW, it is strongly suggested the reader should check out the official FUDGE rules for more explanations, options and examples.

As in standard FUDGE all traits are measured on the following seven-level sequence:

Superb	Great	Good	Fair	Mediocre	Poor	Terrible
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So for example a Superb skill level in MBAW would be the equivalent an '18' skill level on a more conventional 3d6 scale.

Similarly all non trivial tasks a character performs are given by the GM a difficulty rating on the same scale. To succeed at this task, the rating of the relevant characters skill, modified by a dice roll, needs to be greater or equal than the difficulty rating of the task. There are a few other rules, but basically this is all there is to FUDGE.



II. Character Generation

MBAW character are defined by Skills, Gifts and Faults. There are no attributes. In MBAW all skills default at Poor. Skills are bought using Character Points. Players get 30 points to spend at character generation. The cost of raising or lowering an attribute is:

Superb	Great	Good	Fair	Mediocre	Poor	Terrible
+5	+4	+3	+2	+1	0	-1

The cost is not cumulative. To have a Great Drive Like Crazy skill it costs 4 points not 9 (4+3+2+1).

A player should not have more than 1 Superb two Terrible attribute unless he really wants to.

Players also start with 1 Gift. Further Gifts can be purchased at the price of a Fault. Players can also buy or sell Gifts. Each Gift of Fault is worth 6 points.

Skills

The list of recommended skills is printed on the character sheet. They are:

Hit Real Hard: This skill covers all forms of melee attacks, with or without weapons. Characters in MBAW are not expected to fence or display any particular finesse when pounding an opponent to pulp. If you really want your character to be a skilful rather than powerful fighter, buy a sissy skill.

Dodge Out of the Way: The most useful skill to avoid getting splattered. Also used for ordinary agility feats.

Shoot Real Straight: Valid for all guns, bows and slings.

Blow Things Up: Allows the character to build explosive devices out of whatever is available; fuel, ammo, potatoes, etc. The availability of materials determines the difficulty roll.

Patch People Up: Good healing rolls cure one level, Great two levels and so on. That means a Superb healing roll would bring an Incapacitated character back to normal (scratches don't require healing).

Fix Broken Stuff: The main use is to repair weapons. It is also used to identify and operate strange objects. character can automatically fix their bikes regardless of their skill level.

Move Real Fast: For running away or getting initiative.

Notice Things Happening: Covers all senses.

Interact With Others: Good for intimidating, charming or conning.

Throw Real Good: Used to throw all sorts of things from knives to grenades.

Drive Like Mad: Only valid for bikes and cars. The main uses are for outrunning NPCs, or doing incredible stunts.

Move Real Quiet: Shhhh

Figure Things Out: A good roll might yield a few clues. It is also used to resist Interact With Other or other mental attacks.

Take It Like A Man: Used to resist the effects of drugs, poisons, alcohol. Can also be used in combat to reduce the amount of damage suffered. Every time a character is hit for at least a Hurt the player may request a roll. Superb +: reduce the severity of the wound by two damage points Great: reduce the severity of the wound by one damage point. Good - Mediocre: no adjustment to the severity of the wound. Poor or worse: increase the severity of the wound by one damage point.

Sissy Skills: So, you think your character needs a different skill from those listed above? Fine, just right it on the space next to Sissy Skill.

Gifts & Faults

A Gift is a positive trait; a unique special ability that a character can have. Most of these are mundane advantages (like Wealth), other like Animal Empathy border on the preternatural-natural. In MBAW a Gift can also take the shape of a radiation induced mutant power. This allows character to have clearly superhuman abilities if desired. Any superhuman ability is subject to GM approval and may either cost more than one Gift or be given a low Use Gift rating. Some possible gifts are:

Absolute Direction; Always keeps his cool; Ambidextrous; Animal Empathy; Attractive; Beautiful speaking voice; Bonus to one aspect of an attribute; Combat Reflexes; Contacts; Danger Sense; Extraordinary Speed; Healthy

Constitution; Keen senses; Literate; Lucky; Many people owe him favors; Never disoriented in zero Gravity; Never forgets a name/face/whatever; Night Vision; Patron; Perfect Timing; Peripheral Vision; Quick Reflexes; Rank; Rapid Healing; Reputation as Hero; Scale; Sense of empathy; Single-minded - +1 to any lengthy task; Status; Strong Will; Tolerant; Tough Hide (-1 to damage) Wealth; etc.

The Use Gift is a skill like attribute attached to a Gift. This is used to roll for a successful use of a Gift. The use Gift rating is not purchased from the 30 character points but it defaults value at Good for most Gifts, though this many vary depending on the usefulness of the Gift. Note where possible the use of a Gift should be an automatic success.

Faults are anything that makes life more difficult for a character (excluding the GM). They are the counterpart to Gifts and most of what applies to one applies to the other.

These are some sample Faults:

Absent-Minded; Addiction; Ambitious; Amorous heartbreaker; Bloodlust; Blunt and tactless; Bravery indistinguishable from foolhardiness; Can't resist having the last word; Code of Ethics limits actions; Code of Honor; Compulsive Behavior; Coward; Curious; Finicky; Easily Distractible; Enemy; Fanatic patriot; full of bluff and bluster and machismo; Garrulous; Getting old; Glutton; Goes Berserk if Wounded; Gossip; Greedy; Gullible; humanitarian (helps the needy for no pay); Idealist - not grounded in reality; Indecisive; Intolerant; Jealous of Anyone Getting More Attention; Lazy; Loyal to Companions; Manic-Depressive; Melancholy; Multiple Personality; Must obey senior officers; Nosy; Obsession; Outlaw; Overconfident; Owes favors; Phobias; Poor; Practical Joker; Quick-Tempered; Quixotic; Self-defense Pacifist; Socially awkward; Soft-hearted; Stubborn; Quick to take offense; Unlucky; Vain; Violent when enraged; Vow; Worry Wart; Zealous behavior; etc.

The Use Fault attribute defines how intense the Fault is. This defaults to Good.

FUDGE Points

FUDGE Points are meta-game gifts that may be used to buy "luck" during a game - they let the *players* fudge a game result. These are "meta- game" gifts because they operate at the player-GM level, not character-character level.

In MBAW, players always start every session with 3 FUDGE Points. They cannot be saved for the next session so that players are encouraged to spend them freely. Here are some suggested ways to use them.

1) Spending a FUDGE Point may accomplish an Unopposed action automatically and with panache - good for impressing members of the appropriate sex, and possibly avoiding injury in the case of dangerous actions. The GM may veto this use of FUDGE Points for actions with a Difficulty Level of Beyond Superb. The GM may disallow this option for an Opposed action, such as combat.

- 2) A player may spend one FUDGE Point to alter a die roll one level, up or down as desired. The die roll can be either one the player makes, or one the GM makes that directly concerns the player's character.
- 3) A player may spend one FUDGE Point to declare that wounds aren't as bad as they first looked. This reduces the intensity of any wound to a Scratch.
- 4) A player may spend one (or more) FUDGE Points to get an automatic +4 result, without having to roll the dice. This use *is* available in Opposed actions, if allowed.
- 5) FUDGE Points can be spent to ensure a favorable coincidence, subject to GM veto, of course. For example, if the PCs are in a maximum security prison, perhaps one of the guards turns out to be the cousin of one of the PCs - and lets them escape! Or the captain of the fishing boat rescuing the PCs turns out to be someone who owes a favor to one of them, and is willing to take them out of his way to help them out . . .

Equipment

There is one principle that governs all material possessions in MBAW: easy come, easy go. You rarely get to keep stuff between sessions, and even the stuff you have breaks easily. But that's okay. Hoarding things doesn't go well with the nomadic lifestyle of the bikers.

There are three types of equipment to consider; weapons, bike stuff and junk. There is no money in MBAW. One assumes what little trade the party does engage in is paid in junk or fuel. This process should be transparent to the players and require no book keeping.

The weapons characters get are allocated randomly. At the start of every session, each character rolls a d20 3 times on the Weapons Table to see what weapons he starts the session with. During the course of the game he will no doubt find some new weapons and lose or somehow damage his original ones. Regardless of what weapons the character ended the session with, he will start the following one with only those allocated by the new rolls on the Weapons Table. This not only simulates the inherent uncertainties of a scavenger economy, but it annoys the players no end. Similarly players always start off with a bike, even if theirs was blown apart in the previous adventure. From time to time players will find significant spare bike parts that will award them bonuses on their Drive Like Mad skill. These bonuses also last only until the end of the session.

Junk is anything else the party finds. From bottles of cognac to mousetraps or even an old juke-box, junk is there to add color. Actually coming up with 'good' junk can be more difficult than it seems, so you might want to borrow loot tables from other game systems. If a character really gets attached to a piece of junk (the Mona Lisa for example) a nice GM might allow him to keep it even between sessions.

III. Mechanics

This chapter concentrates on the mechanics of MBAW. Readers familiar with FUDGE should have no problem following it. The rest are encouraged to download a copy of FUDGE.

Reading the Dice

MBAW is best run using FUDGE dice. FUDGE dice are cubes like d6s, but instead of numbers, the faces display two '+' sign, two '-' signs and two blanks. To use FUDGE dice, simply roll four of them, and total the amount. Since a +1 and a -1 cancel each other, remove a +1 and -1 from the table, and the remaining two dice are easy to read no matter what they are. The result of a die roll is a number between -4 and +4. On the character sheet, there should be a simple chart of the attribute levels, such as:

Superb	Great	Good	Fair	Mediocre	Poor	Terrible
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To determine the result of an action, simply put your finger on your trait level, then move it up (for plus results) or down (for minus results).

The following table is provided so that players can better evaluate their chances of success.

Chance of achieving:	4dF or d%
+5 or better:	
+4 or better:	1%
+3 or better:	6%
+2 or better:	18%
+1 or better:	38%
0 or better:	62%
-1 or better:	82%
-2 or better:	94%
-3 or better:	99%
-4 or better:	100%
-5 or better:	

Thus, if your trait is Fair, and the GM says you need a Good result or better to succeed, you need to roll +1 or better. You'll do this about two times out of five, on the average.

The use of FUDGE dice is highly recommended. These dice, produced by Grey Ghost Press should be available at most good game shops. In practice it can be tricky to get hold of FUDGE dice so you might need to make your own by using blank d6s or real d6s. Conversely, you can simulate FUDGE dice using normal d6s or percentiles and the following tables:

D6 TABLE

Rolled:	3-4	5	6-7	8-9	10-11	12-13	14-15	16	17-18
Result:	-4	-3	-2	-1	+0	+1	+2	+3	+4

D100 TABLE

Rolled:	1	2-6	7-18	19-38	39-62	63-82	83-94	95-99	00
Result:	-4	-3	-2	-1	+0	+1	+2	+3	+4

There may be modifiers for any given action, which can affect the odds referred to in the preceding section. Modifiers temporarily improve or reduce a character's traits. Modifiers may grant a +/-1 to any trait. In FUDGE, +/-2 is a large modifier - +/-3 is the maximum that should ever be granted except under **extreme** conditions.

Action Resolution

For each Unopposed action, the GM sets a Difficulty Level (Fair is the most common) and announces which trait should be rolled against. The player then rolls the four FUDGE dice against the skill in an attempt to equal or better the score.

In setting the Difficulty Level of a task, the GM should remember that Poor is the default for most skills. The average **trained** climber can climb a Fair cliff most of the time, but the average **untrained** climber will usually get a Poor result.

To resolve an Opposed action between two characters, each side rolls against the appropriate trait and announces the result. The traits rolled against are not necessarily the same.

For example, a seduction attempt would be rolled against a Interact With Others skill for the active participant (or possibly a Gift) and against the Figure Things Out skill. There may be modifiers: someone with a vow of chastity might get a bonus of +2 to his Will, while someone with a Lecherous fault would have a penalty - or not even try to resist.

The Game Master compares the rolled degrees to determine a relative degree.

An Opposed action can also be handled as an Unopposed action. When a PC is opposing an NPC, have only the player roll, and simply let the NPC's trait level be the Difficulty Level. This method assumes the NPC will always roll a 0. This emphasizes the PCs' performance, and reduces the possibility of an NPC's lucky roll deciding the game.

As a slight variation on the above, the GM rolls 1dF or 2dF when rolling for an NPC in an opposed action. This allows some variation in the NPC's ability, but still puts the emphasis on the PCs' actions.

Combat

Each attack is an Opposed Action using the attacker's Hit Real Hard against the targets Hit Real Hard or Dodge Out of the Way. If a PC is fighting an NPC the GM can treat combat as an Unopposed action by assuming the NPC will always get a result equal to her trait level.

Ranged combat may or may not be an Opposed action. If the target is unaware of the assault, the attacker makes an Unopposed action roll to see if he hits his target. The GM sets the Difficulty Level based on distance, lighting, cover, etc. Do not modify the attacker's skill for range, partial cover, or other circumstances - that's included in the Difficulty Level. Equipment such as a laser sighting scope can modify the attacker's skill, though.

If the defender is aware of the attack it is an Opposed action: the attacker's ranged weapon skill against the defender's Dodge Out of the Way.

To determine the damage generated by the hit, add the relative degree of success to the weapon bonus. For example if a Great pistol shot is fired against a Fair Dodge, the relative degree of success is +2. The pistol does +3 damage bringing the total to 5.

Wounds & Healing

Each character sheet has a wound record track which looks like:

	1,2	3,4	5,6	7,8	9+
Wounds:	Scratch	Hurt	Very Hurt	Incapac.	Near Death
	○ ○ ○	○ ○	○	○	○

NPCs and monsters have a different, more restricted, wound record. It looks like this:

	1-4	5-6	7+
Wounds:	Hurt	Very Hurt	Down
	○	○	○

This gives the players a real edge and reduces book keeping for the GM, making everyone happy. You can always alter the range for individual monsters.

The labels describe the wound levels. These are:

Scratch - No game effect. They heal on their own after combat. Hurt - Character is at -1 on all skills. Very Hurt - Character is at -2 on all skills. Incapacitated - Character is out cold. Near Death - Character will die if no one takes care of him. Note there is no hard and fast rule on death. It's the logic of the situation that will determine if the character can recover from Near Death or not.

The numbers above the wound levels represent the amount of damage needed in a single blow to inflict the wound listed under the number. For example, a blow of

three or four points Hurts the character, while a blow of five or six points inflicts a Very Hurt wound.

The boxes below the wound levels represent how many of each wound type a fighter can take. When a wound is received, mark off the appropriate box. Once the box for a particular level of wound is filled, any wound of that level is upgraded to the next higher level. So, for example, a character that takes two Very Hurt results without taking any other hits is Incapacitated, since that is the next highest wound level.

Note that three boxes are provided under Scratch. A Scratch wound will not make a fighter Hurt until he receives his fourth Scratch. Please note that a Scratch will never raise a character's wound level beyond Very Hurt, no matter how many he takes.

NPC pawns don't need the system above. A simple three-stage system of Undamaged, Hurt, Out of the Battle is good enough for most of them. Simply make a mark under an NPC's name for Hurt, and cross out the name for Out of the Battle. MBAW is meant to be played at a fast and furious pace. As such it is not desirable for characters to stay wounded for long. Hence characters can regain full health after whatever the GM deems a suitable interval. As a general guideline if the next 'scene' is in a different location or a day or two later it is probably a suitable interval. For characters in a hurry there is the Patch People Up skill.

Stun, Knockout, and Pulling Punches

A player can announce that his character is trying to stun or knock his opponent out rather than damage her. Using the flat of a blade instead of the edge, for example, can accomplish this. Damage is figured normally, but any damage inflicted doesn't wound the opponent: it stuns her instead.

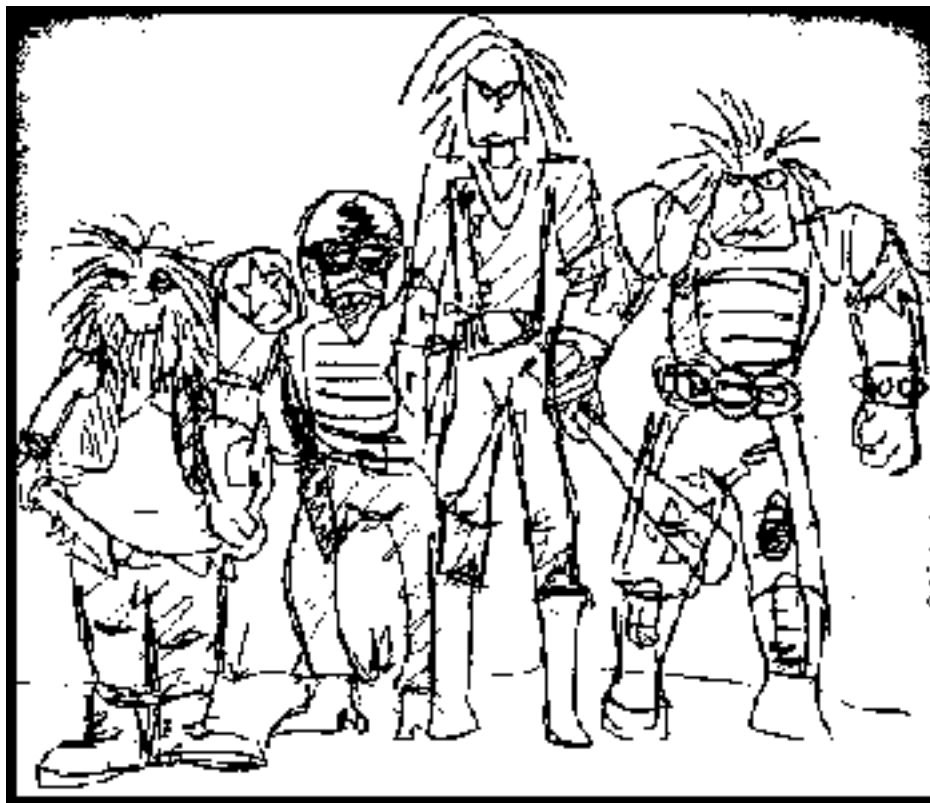
In this case, a Hurt result is called a "Stun" - a stunned character cannot attack and is at -1 to defend *for one combat turn only.* However, the Stun result stays on the character sheet: that is, a second Stun result, even if delivered more than one combat round after the first, will cause the character to become Very Stunned. (Stun results heal like Scratches: *after* combat is over.)

A Very Hurt result in a stunning attack is called a Very Stunned result instead: no attacks and -2 to all actions for *two* combat rounds.

A result of Incapacitated or worse when going for stun damage results in a knockout. A knocked-out character doesn't need healing to recuperate to full health - just time. The GM may simply decide that a successful Good blow (or better) to the head knocks someone out automatically. In an Opposed action, the Good blow would also have to win the combat, of course.

Likewise, a player may choose to have his character do reduced damage in any given attack. This is known as "pulling your punch," even if you are using a sword. This commonly occurs in duels of honor, where it is only necessary to draw "first blood" to win, and killing your opponent can get you charged with murder. A Scratch will win a "first blood" duel - it is not necessary to Hurt someone.

To pull your punch, simply announce the maximum wound level you will do if you are successful.



WASTELAND'S BESTIARY

Gangers: Gangs come in all shapes and forms. The one thing that defines them all is that they exist only to make life miserable for the rest, peds and bikers alike.

For practical purposes you might want to subdivide Gangers in three categories: Crap, Average and Top Dog gangers. The first are pretty wimpy and they exist mainly for comedy relief. Arm them with baseball bats, chains and perhaps the odd crossbow. They should really have any +4 or better weapons. Average gangers are your basic cannon fodder. To equip them you might want to roll once on the Weapons Table for each individual. It makes for a more interesting mix. Top Dog gangers are almost full NPCs and you ought to choose a weapon that suits the character or gang. Note that Top Dog gangers are tough. You might want to use a Top Dog ganger as the leader of a Average Gang. A group of Top Dog Gangers might also be used as the elite body guard of the leader of a major gang.

Crap Ganger

Shoot: MEDIOCRE

Hit: FAIR

Dodge:

MEDIOCRE

Figure out: POOR

Move Fast: FAIR

Notice:

MEDIOCRE

Drive: FAIR

Average Ganger

Shoot: FAIR

Hit: GOOD

Dodge: FAIR

Figure out:

MEDIOCRE

Move Fast: FAIR

Notice: FAIR

Drive: GOOD

The military: When the bomb went off, the military made sure they were safe in underground bunkers. Generations of living underground has turned them into pale, sickly, deranged creatures with a taste for human flesh and an obsessive desire to rid the USA of all communist mutants. Physically weak, army soldiers can count on good weapons like SMGs and flamers. They might also have chopper and APV's and robots at their disposal. Army men do not like sunlight.

Robots: The US Army Sterilizer Unit is a fearsome opponent. It has a mounted chain-gun (+6) on one arm and a heavy claw (+2) on the other. Worse still these robots are invulnerable to weapons that do less than 4 damage. The mounted gun can be converted into a portable weapon with a GOOD Fix Broken Stuff role and 3-4 hours of hard work (let's face it, your players will want to try that).

Utility bots are not used for combat. They are used for communications and maintenance. These bots are smaller, smarter and faster than the Sterilizer Units which they like to make fun of. Unfortunately most of the jokes lose something in their translation from digital.

Ghouls: Ghouls eat people. Ghouls kill people. However they can't eat the people they kill. Bummer, huh? What Ghouls have learned to do is to lure people to dangerous places and hope for the best. Ghouls can be pretty clever and a few of them can pass as humans (in the dark, downwind...).

Top Dog

Ganger

Shoot: GOOD

Hit: GREAT

Dodge: FAIR

Figure out: FAIR

Move Fast: GOOD

Notice: FAIR

Drive: GREAT

Military

Shoot: GOOD

Hit: POOR

Dodge: POOR

Figure out: GOOD

Move Fast:

TERRIBLE

Notice: FAIR

Drive: POOR

Sterilizer Units

Shoot: GOOD

Hit: GREAT

Dodge: POOR

Figure out: POOR

Move Fast:

TERRIBLE

Notice: GOOD

Drive: N/A

Utility Bot

Shoot: N/A

Hit: FAIR

Dodge: GREAT

Figure out: FAIR

Move Fast: GREAT

Notice: FAIR

Drive: N/A

Ghouls

Shoot: N/A

Hit: FAIR

Dodge: GOOD

Figure out: FAIR

Move Fast: GOOD

Notice: FAIR

Drive: N/A

Moldmen: Moldmen live in sewers, abandoned basements and other dark, underground places. They are not evil, but are fiercely territorial and will not tolerate any intrusion. Mouldmen may not seem as great fighters. However they do emit a stench that requires a GREAT Take It Like A Man result to resist. Otherwise the character is at -2 on all actions. Mouldmen also take half damage from all weapons except flamers and Molotovs.

Peds: (Pedestrians) Ordinary folk who have to grow food and do stuff for a living. They tend to live in small, isolated communities. A Ped might own a bike, but if he does not embrace the lifestyle he is still a ped. Peds are hopeless in combat.

Monsters: The radioactivity from the Atomic Wastelands had drastic effects on the local fauna and flora: it pretty much killed it off. But those that survived got smarter, bigger or simply meaner. These are the monsters that populate the world of MBAW. You can have any kind of monster in MBAW. Giant ants having picnics, Japanese style city-stompers; anything goes. I've included the stats for a generic monster here, but you will probably want to create some more specific monsters to suit your adventures. You might also want to consider special vulnerabilities/invulnerabilities. For example anything seriously big will probably need at least a +4 weapon to grab its attention.

Moldmen
Shoot: N/A
Hit: GOOD
Dodge: POOR
Figure out: POOR
Move Fast: POOR
Notice: FAIR
Drive: N/A

Ped
Shoot: POOR
Hit: POOR
Dodge: FAIR
Figure out: FAIR
Move Fast: GOOD
Notice: FAIR
Drive: POOR

**Generic
Monster**
Shoot: N/A
Hit: GREAT
Dodge: FAIR
Figure out: POOR
Move Fast: FAIR
Notice: FAIR
Drive: N/A

The Big Weapon List

1. Baseball Bat (spikes optional) Damage +1
2. Bull Whip or Bolas
3. Metal Chain
4. Meat Cleaver
5. Axe Damage +2
6. Bowie Knife
7. Balanced Throwing Knife
8. Bow and Arrows
9. Molotov Cocktail
10. Pistol Damage +3
11. Crossbow
12. Sledgehammer
13. Pump Action Shotguns or Rifle Damage +4
14. High Caliber Pistol
15. Chainsaw
16. SMG or Assault Rifle Damage +5
17. Flamethrower
18. Dynamite Stick or Grenade (cluster of 3)
19. Chain Gun Damage +6
20. Rocket Launcher (1 rocket) Damage +10

At the start of each session roll 1d20 3 times for each character to determine their initial equipment (remember they can't carry the loot from the previous adventure into the current adventure). You may reroll duplicates. In combat a roll of -3 or worse indicates that the weapon is broken. A Great Fix Broken Things is required to repair it, otherwise it is discarded.

GM Section

The following section contains a few scenario ideas and general tips for running MBAW. If you are planning to play rather than run the game, you might be better off not reading it. Then again, I'm only the author, what do I know?

Adventure Seeds

Land sharks: The party sees a large, well preserved service area off the road. The land surrounding it is rocky, broken terrain. Below lives a pack of land sharks, but we aren't going to tell the players that, are we? Movement on the broken terrain is slow. Suggest the players that they may need to get off and push. The party get to the station safely. Exploring the place will yeild all sorts of goodies; spare parts, petrol, beer, base ball trading cards or whatever. As they explore, play on their paranoia. make them jump at the odd noise and carefully search that dark cellar. However the station itself is perfectly safe. When the players eventually decide to leave, thier bikes burdened with loot, it is then the land sharks attack.

The Wicker Man: Attracted by the smell of burning rubber one night, the party stumbles on what looks like a pagan ritual. A large wicker man has been built out of all sorts of garbage. Tires are prominent and indeed the wicker man is vaguely reminiscent of the Michelin man. In a cage in the centre of the wicker man is a cage with a couple of peds (an old man and a little girl - his niece) and a busted washing machine. Below a group of hooded cultists are doing cultish things (chanting, dancing and getting pissed). If the party decide to intervene (there are a lot of good tires going to waste), the cultists will will draw large knives and attack them. The cultist are crap and the party should have no trouble dealing with them. As soon as the players start feeling confident, wicker man will start to stir. The giant creature will then move against the party and attack them. The wicker man is real tough cookie. It can take loads of damage and any player hit by its massive fist might need to burn a Fudge point. However, if the party is observant they might notice the leader of the cultist frozen as in some sort of trance. Its his telekinetic power that is subconsciously animating the wicker man. A smart biker might figure out that a good whack on the leader's head and the contest is over. Then again they might just keep hacking at the wicker man and hope for the best.

Guess Who is Coming to Dinner: At some stage the party might earn the gratitude of some peds, for example the old man and his niece in The Wicker Man encounter. Ostensibly to thank the PCs, the peds invite them over for dinner. This pleasant evening turns sour when the party, suddenly hear the sound of helicopters overhead. As they try to get up, they will feel dizzy and weak. They should be able to figure out that the nice peds have drugged their food. The drug is not lethal but the PCs are 2 level down on all actions. The peds have sold the party to the military and will keep out of their way as the drugged out PCs try to resist capture. Hopefully the party will mange to avoid capture, but be prepared to run an escape scenario in a military underground base should they fail.

The Bikers: This isn't so much an adventure seed as a way to introduce one. The party meets other group of Wasteland bikers (say a couple with their new born baby

in a cradle mounted on their bike) . This could occur in the ruins of an ancient city, at an lemonade stand in the middle of nowhere, or in a ped village. Good chance to swap stories, hand out clues and play out the a general attitude of the bikers.

The Pink Knight: The Pink Knight is an example of a possible recurring NPC. Have the party spot a pink bi-plane flying above them from time to time. Tickle their curiosity without making much of it. Sometime later you can run this encounter so that they can actually meet. They party is on the outskirts of a village currently being trampled by a Godzilla look alike. Meantime, in the air, the Pink Knight's bi-plane is fighting back. Eventually the monster is driven away . If the party has helped (the bi-plane, not the monster!) the plane will land and the the pilot will introduce herself. Her man is Francesca. She is a mix between Mad-Max and Penelope Pitstop (if you can do that Southern Belle accent all the better). She doesn't hang around for long, as her mission of cleaning up the Wastelands is calling her. However, she can pop up in any other adventure, which is particularly handy if the party is getting creamed.

Classic Ambush: An abandoned truck oby the road turns into an ambush by the Iron Overlords gang. If the party investigate the gangers hiding in the back of the truck and in the surrounding foxholes attack.

Spare City: At some point (The Bikers encounter for example) the party will hear rumors about Spare City, a place just packed with motorcycle parts and tools. They will also hear about its mysterious custodian, but the tales are contradictory and whoever tells the story did not see him. If the party go find Spare City they'll discover the rumors are true. There is a underground multi-storey car park where the directions indicated. The deeper the level the more there is to scavenge. If the party is quick, they can be in and out without getting in trouble. If they linger and get greedy, they will eventually meet Albert. Albert is a fattish looking simpleton in mechanics overalls. He'll greet the party and wish them a Merry Christmas. This might confuse the PCs, as a FAIR roll on Figure Things Out will reveal its nowhere near Christmas. But for Albert it is Christmas everyday. Like a classic B-movie loony, Albert captures visitors to his garage and forces them to celebrate Christmas everyday with him. He's got half a dozen 'guests' bound and gagged in his living room next to his Christmas tree. And he plans add the PCs to his collection. Initially he'll try simply to subdue the PCs by offering drugged refreshments (Albert has got all the traditional Christmas stuff, from turkey to port) but if that fails he'll resort to brute force.

Peds at the Barricade: As the characters roar up to a town, they are confronted by a very rickety barricade constructed out of bits of wood and rusted car bodies. The barricade is manned by a rag-tag assortment of peds, wielding weapons no more powerful than blunt garden rakes. If the characters talk to the peds, and win their confidence, the peds will tell them that their town has been repeatedly terrorized by a band of gangers. If the characters help the peds by routing the gangers, they will be rewarded with a secret stash of fuel, spare parts and stuff.

Ambush Alley: The characters are driving along a sandy trail towards a range of low hills. They encounter a crossroads, with a crudely hand-painted sign saying

'Ambush Alley' pointing off towards the hills. If the characters choose to follow the sign they will shortly enter a narrow, windy valley, where a stock-standard ambush will take place (rocks being tumbled down on them, that sort of thing). If the characters chicken out and take the other road, a bunch of sand-worms will rise out of the desert around them and attack them by blasting streams of sand at them from their mouths.

The Search for Elvis: The characters are approached by two Elvis impersonators on bikes. These guys are wearing white jewel-encrusted jumpsuits open to the waist, medallions, sideburns, you know the drill. Make sure you do the accent and sneer. The Elvii will engage the characters in conversation, asking them if they've seen Elvis. If the characters say yes, the Elvii will whoop and holler in delight, and race off in the direction the characters indicated Elvis was. A little further on the characters will encounter a huge slow-moving platform on massive tracks (think of the thing which lugs shuttles out to the launch pad). It is flat on top, and the characters can drive up on it if they want. A huge replica Elvis is standing in the center of the platform. Everybody on the platform looks, talks and dresses like Elvis. The Elvii entreat the characters to join them in their holy search for Elvis. If attacked, the Elvii will respond by playing their guitars very badly to drive the attackers away.

Tips For Running MBAW

MBAW was designed very much as a beer and pretzel game. It is meant to be a fun way to blow off some steam, create some wacky characters and watch them go in a spectacular in a ball of flames.

The game works best if adventures have an episodic structure. MBAW is not intended as campaign material. The setting is not real or consistent enough to sustain the close scrutiny of a campaign and the nomadic lifestyle premise is a tad too shallow. To run A MBAW campaign, you need something more. We ran a short MBAW campaign by making all the PCs musicians in a band and replacing the bikes with musical instruments (the characters are depicted in the picture). This gave the players something more substantial to build their character on rather than just sheer wonderlust. But by and large, running MBAW should come across more like a collection of loosely connected short stories than a novel.

The following tips describe ways to capture the intended tone of the game. Clearly, the GM can do whatever they wish with MBAW, including not run it at all.

Pace

It is pretty obvious that a game based on bikers will benefit from a break neck pace. From character creation to character cremation, you'll want things to move fast. Try to give the game that 'wind rushing through your hair' feeling. You know that you are doing things right when the players start making 'vroom, vroom' noises.

Color

Ultimately, color is what the game is all about. Your challenge as GM of MBAW is to inject as many quirky, deranged and bizarre details in the setting and NPCs as you

can. Even in the context of a random encounter, try to add that extra bit of detail. Maybe everyone in this particular gang wears an old, tattered tuxedo or perhaps they only use cooking implements as weapons. In the end it doesn't matter if this distinguishing feature isn't particularly funny or original. Every little bit adds to the general chaos. The main exception to this rule are the Peds, who should always remain in the background.

The Terrible Truth

There is one secret that the players must never discover about MBAW. And that is, at the end of the day, the Peds are the only people who really matter. They are the ones with real lives and who doing important things like raising families and slowly rebuilding the world. When you think about it, bikers and gangers are pretty irrelevant in the scheme of things. Which is why the players must never be given the chance to think about it. Should your players ever start thinking about these issues, talk about settling down and start making plans for their old age, you've clearly made the world too real. It'll be difficult to recapture the wild and reckless spirit the game was designed for. Introspection and MBAW just don't mix.

Keeping up a fast pace is one way of keeping the players mind off from the Terrible Truth. The other thing you can do is to break up any sense of continuity.

While most games improve as the setting becomes more developed and detailed, in MBAW continuity is dangerous. Any sense of continuity gives the players a logical framework with which to start making sense of the world. That's bad. Not only does it bring the player one step closer to the Terrible Truth, it also limits the GMs creative options. The last thing you need is a smartass player asking such embarrassing questions as "What's a dinosaur doing here anyway?"

A few simple steps can help reduce the sense of continuity such as:

- Don't give players maps. Don't even think in terms of maps.
- Don't make ped settlements too interesting. Sometimes just giving the settlement a name is too much. Hell, don't even give peds names if you can avoid it.
- Use those cinematic fades or sharp cuts between scenes.
- Don't attempt to account for the time between adventures. If you decide to run one episode in the ruins of Washington DC and the next somewhere with a generic Mexican feel, don't bother to tell the players how the characters got there, how long it took or even why they went there in the first place. In theory the adventures might not even be in chronological order, though that gets very confusing.
- Remember the only thing they can take with them between sessions are their EP and a few more interesting bits of junk. Make sure characters re-roll for all their weapons. Injuries, broken or stolen bikes and spent Fudge points are all restored at the start of the next session.

As always there are exceptions. Recurring NPCs are okay. And recurring jokes are almost a must.

Other than that, it is just question of going with what works and having a good time.